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GAME OVERVIEW

As if Summit wasn't deadly enough, the Yeti expansion brings a new level of excitement and distress to your expedition, as you, your friends and your rivals are stalked across the frozen landscape by an unrelenting foe.

The Yeti expansion and components can be used with the base game in any mode of play: Competitive, Cooperative or Solo.

OBJECTIVES

Complete the competitive, cooperative or solo objectives while trying to outmanoeuvre and survive the Yeti.

SETUP

Set the Yeti at the peak of the mountain. All Yeti Cards are marked with  on the lower left-hand side. Shuffle the Yeti Item Cards into the Item Deck before distributing them.

Competitive Mode

Remove the Yeti Event Card marked with  in the lower right-hand corner, then shuffle the Yeti Karma Cards and Yeti Event Cards into the Karma Deck and the Event Decks respectively.

Cooperative/Solo Mode

Remove the Yeti Event Card marked with  in the lower right-hand corner, then shuffle the Yeti Event Cards into the Event Deck.

GAME TWEAKS

The Yeti is considered an Event, so any  or  loss from a Yeti attack is considered to be a loss from an Event Card.

Competitive Mode

At the end of each player's turn, after resolving the Weather Die, the Active Player moves the Yeti according to that die's result – explained below.

Cooperative/Solo Mode

At the beginning of play, and of each round, the Yeti gets to move first. Roll the Weather Die and move the Yeti as explained below.

YETI MOVEMENT EXPLAINED

The Yeti prefers the cold and moving under the cover of snow, so the worse the weather, the faster it moves. It also hates sunny days, when it is more likely to be seen, so it hides instead.

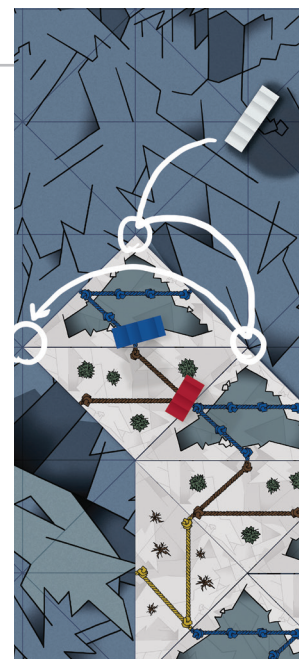
THE ROLL OF THE WEATHER DIE ALLOWS THE YETI TO MOVE AS FOLLOWS:

 Zero intersections.	 One intersection.	 Two intersections.	 Three intersections.
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Unlike Mountaineers, the Yeti moves along the edges of tiles and can move across the uncovered game board. When counting spaces for movement, count each intersection of tiles, or background grid lines as a point of movement. A minimum of 2 grid lines are required to count as an intersection. If a grid line dead-ends in a tile or the edge of the game board, it is not considered an intersection, and the Yeti would move to the next group of lines.

Two or more corners of a single tile or multiple tiles count as an intersection. To move faster, when given a choice the Yeti will travel across tiles instead of the uncovered board.

When the Yeti traverses the edge of an occupied tile, or tiles, it attacks all players on those tiles. Each player will suffer one Yeti Attack Penalty by losing  or . Players are only affected by Yeti movement, not by their mountaineer moving near the Yeti.



STALKING

Players are not allowed to move the Yeti back and forth to waste its movement spaces.

If routes are equal, the Yeti must take the route that affects the largest number of players.

Each Mountaineer will only suffer one Yeti Attack Penalty per Yeti Attack. So if a Yeti crosses two sides of a tile, affected mountaineers would each only lose ④ or ⑤ total.

The Yeti will not attack players in camp, so although it can move around the sides of camp tiles, any players in camp do not pay the Attack Penalty.

Competitive Mode

The Active Player will decide how the Yeti will use its movement, but they must use all the movement. Although eliminated players do not have "turns" they still get the opportunity to roll and move the Yeti as desired, during the normal round sequence.

Cooperative/Solo Mode

The Yeti will always go after the healthiest mountaineer, until that mountaineer is weakend, before another mountaineer is targeted. Simply compare ④ on each player's ④ Track before resolving the Yeti's movement. In the event of a tie, the Yeti will go towards the closest of the tied mountaineers.

CHANGES TO TURN OVERVIEW

Competitive Mode

At the end of each player's turn, the Active Player moves the Yeti according to the Weather Die's result – explained on reverse.

Eliminated players, or players who have lost their turn, still receive the Active Player Token in sequence, but only so that they may roll and move the Yeti; they may not take any other turn actions.

Cooperative/Solo Mode

At the beginning of each round, the Yeti gets to move first. Roll the Weather Die and move the Yeti as explained on reverse.

If unsure where to move the Yeti, move it in such a way that is most detrimental to the team.

CARDS EXPLAINED

The Yeti expansion cards are marked with a  in the lower left-hand corner for easy sorting.

DESTROYED – Count trail points before removing tiles, start mountaineer placement with the Active Player's.

HANGRY – Next attack cost is ④④ or ⑤⑤⑤⑤.

HUNTING – Active Player breaks ties.

KEVLAR – Has ④④, until it is rotated after its first use, then it drops to ④.

RAMPAGE – Do not count uncovered board spaces.

WOLF SCENT – Yeti cannot touch any side of the tile.

GAME END

The game ends when players have satisfied the objectives from the game mode that they selected (Competitive/Cooperative/Solo).

Cooperative/Solo Mode

If scoring the expedition, points per surviving player are increased from 5 to 8.

If using the Camera Active Player Token, the team gains 0.5 points every time the Active Player survives a Yeti Attack.

CREDITS

Game Designer:
CONOR MCGOEY

Artist & Graphic Design:
JORDAN DANIELSSON

Editor:
DANIEL MANSFIELD

LEGAL

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P.O.Box 26033 Memorial PO
Thunder Bay, Ontario P7B 0B2 Canada

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